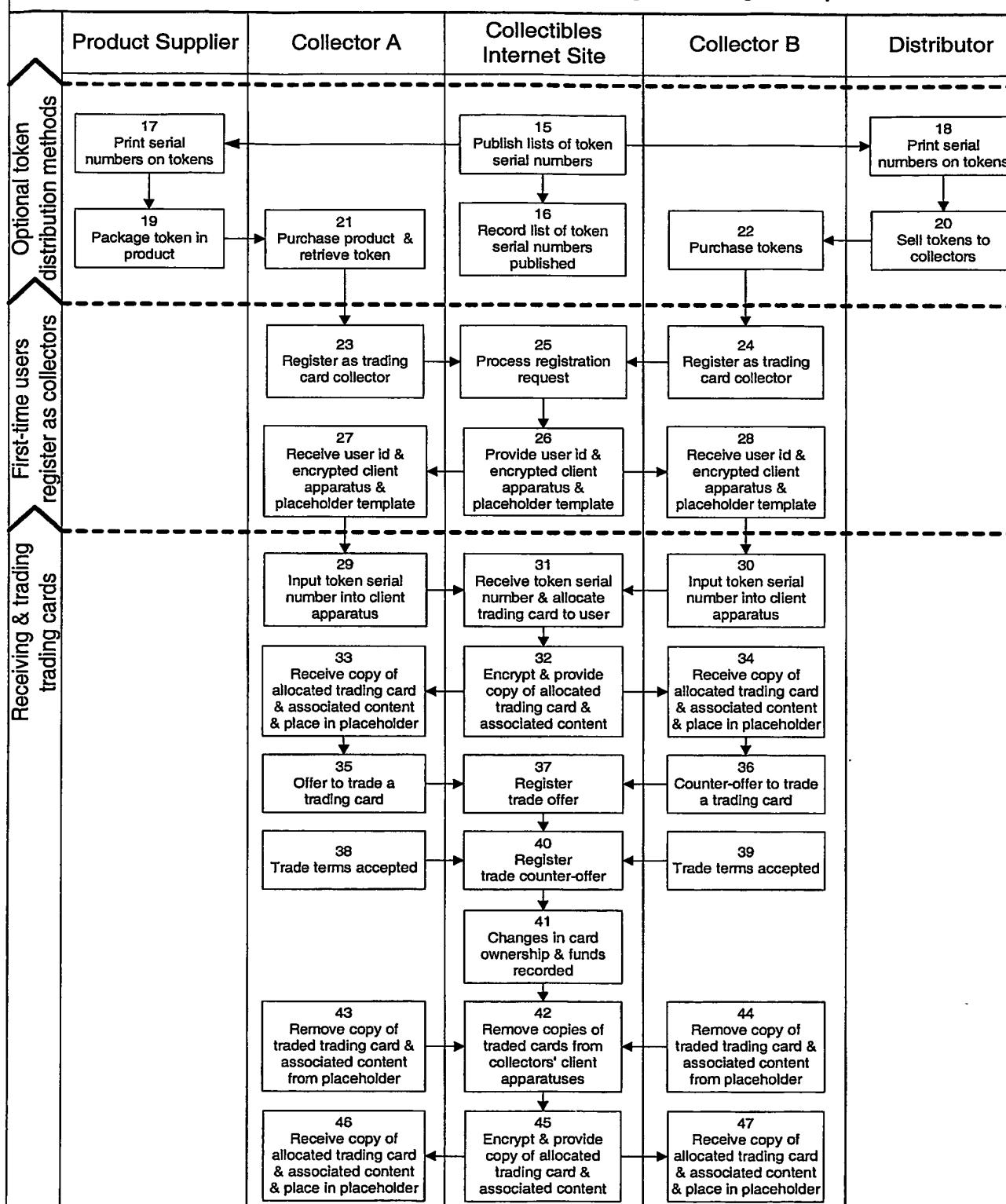


**Figure 1a - Schematic of Example Methodology (Allocating & Trading Cards)****FIGURE 1A**

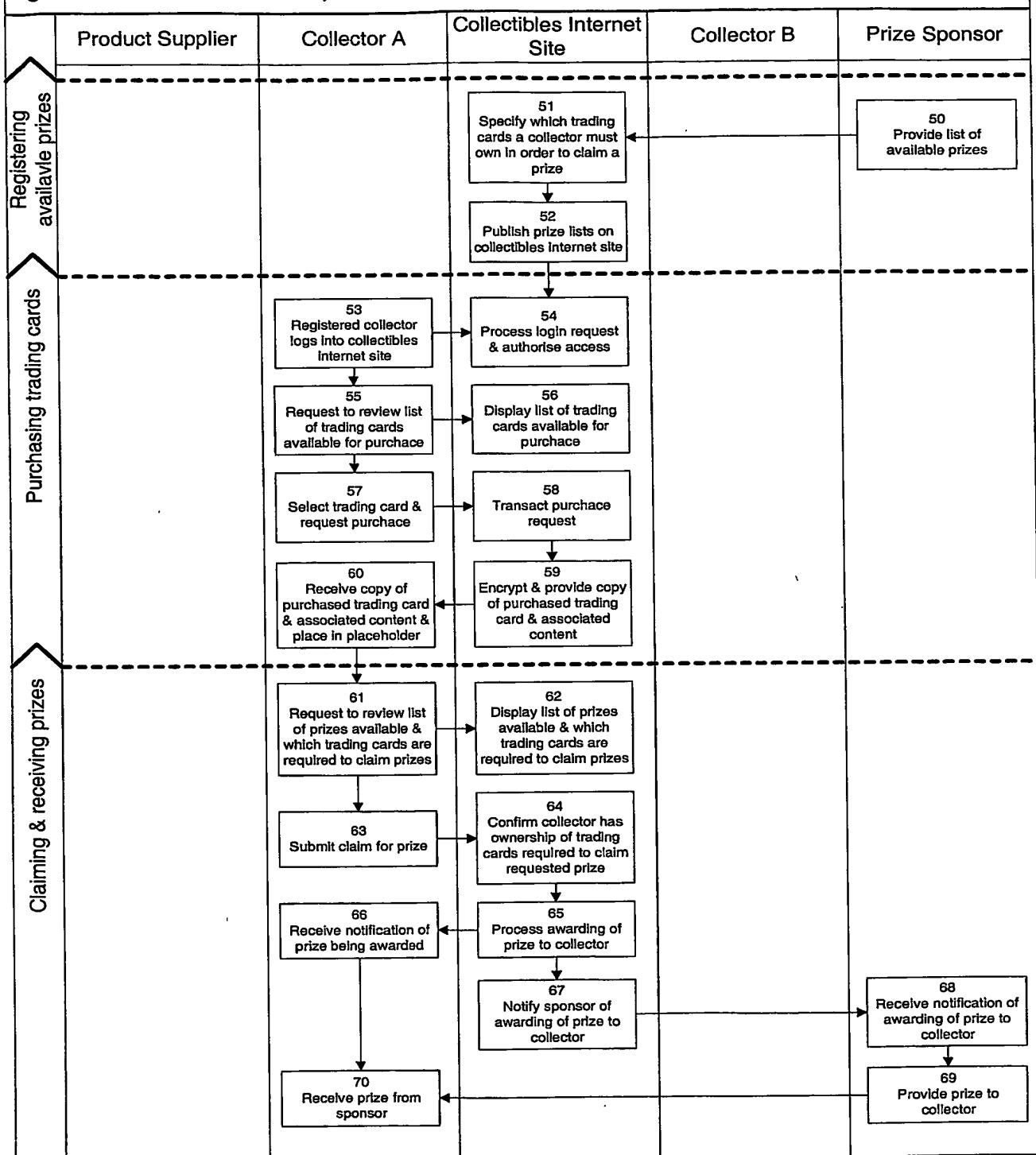
**Figure 1b - Schematic of Example Methodology (Purchasing Cards & Collecting Prizes)****FIGURE 1B**

Figure 1c - Schematic of Example Methodology (Off-line Trading of Cards)

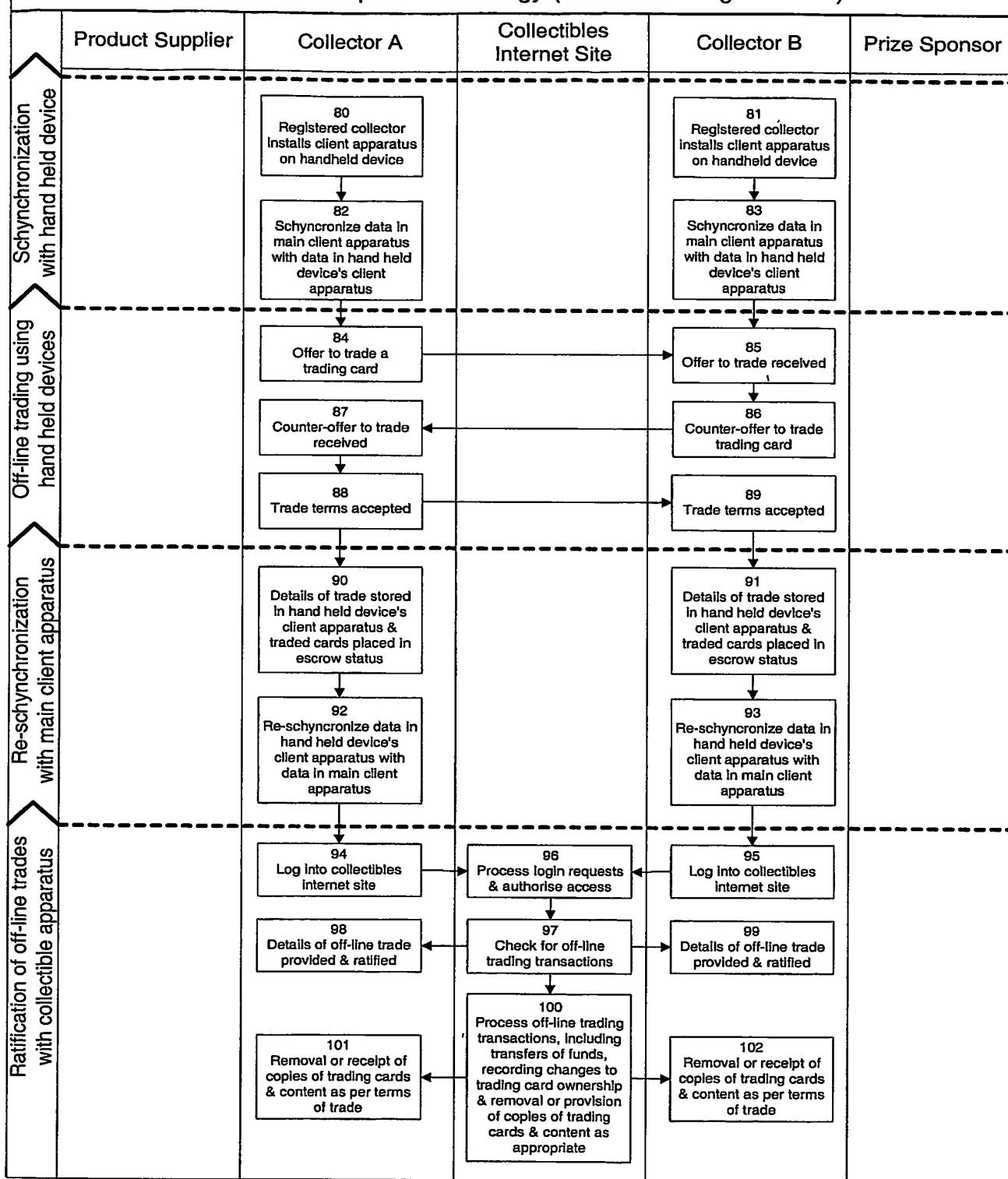
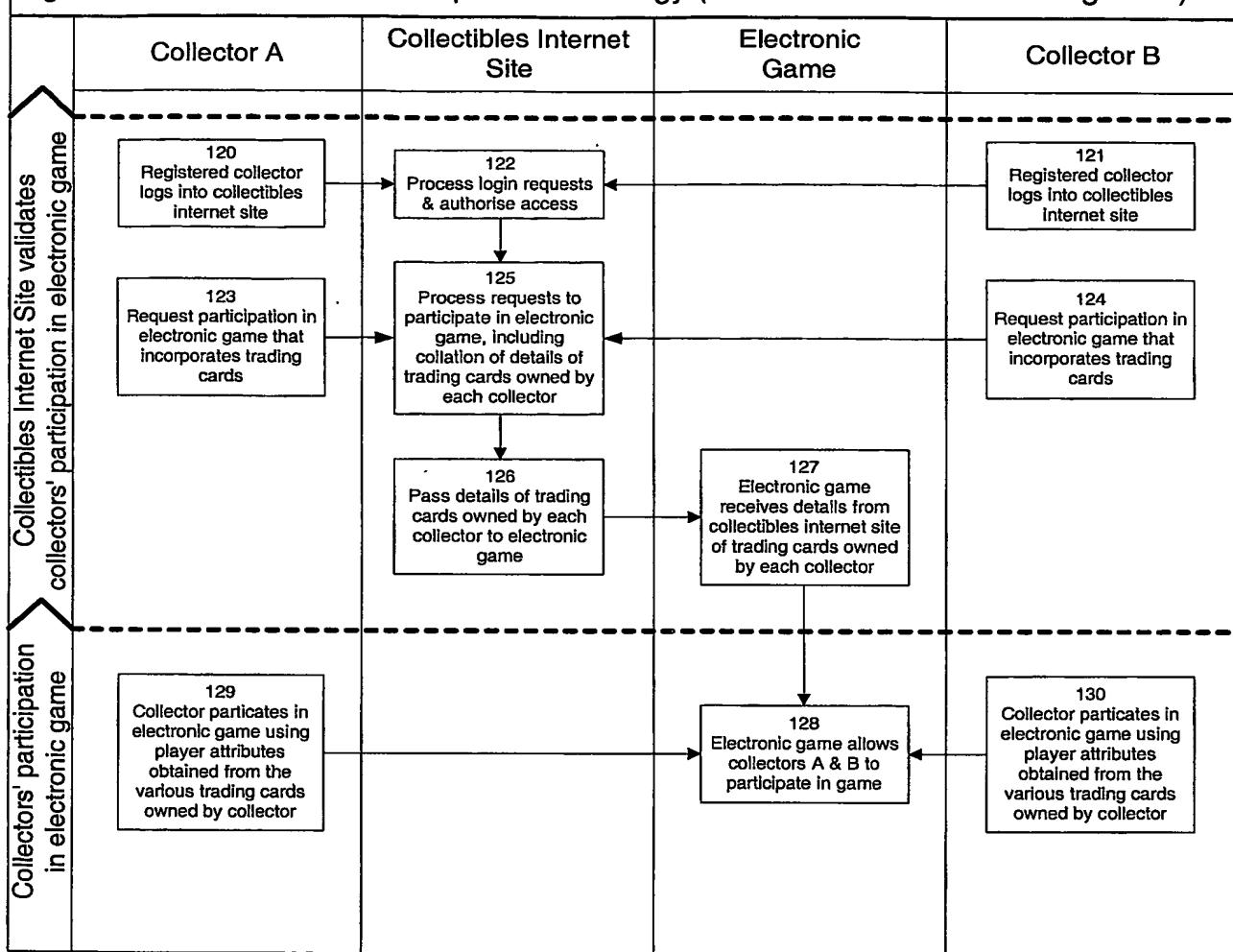
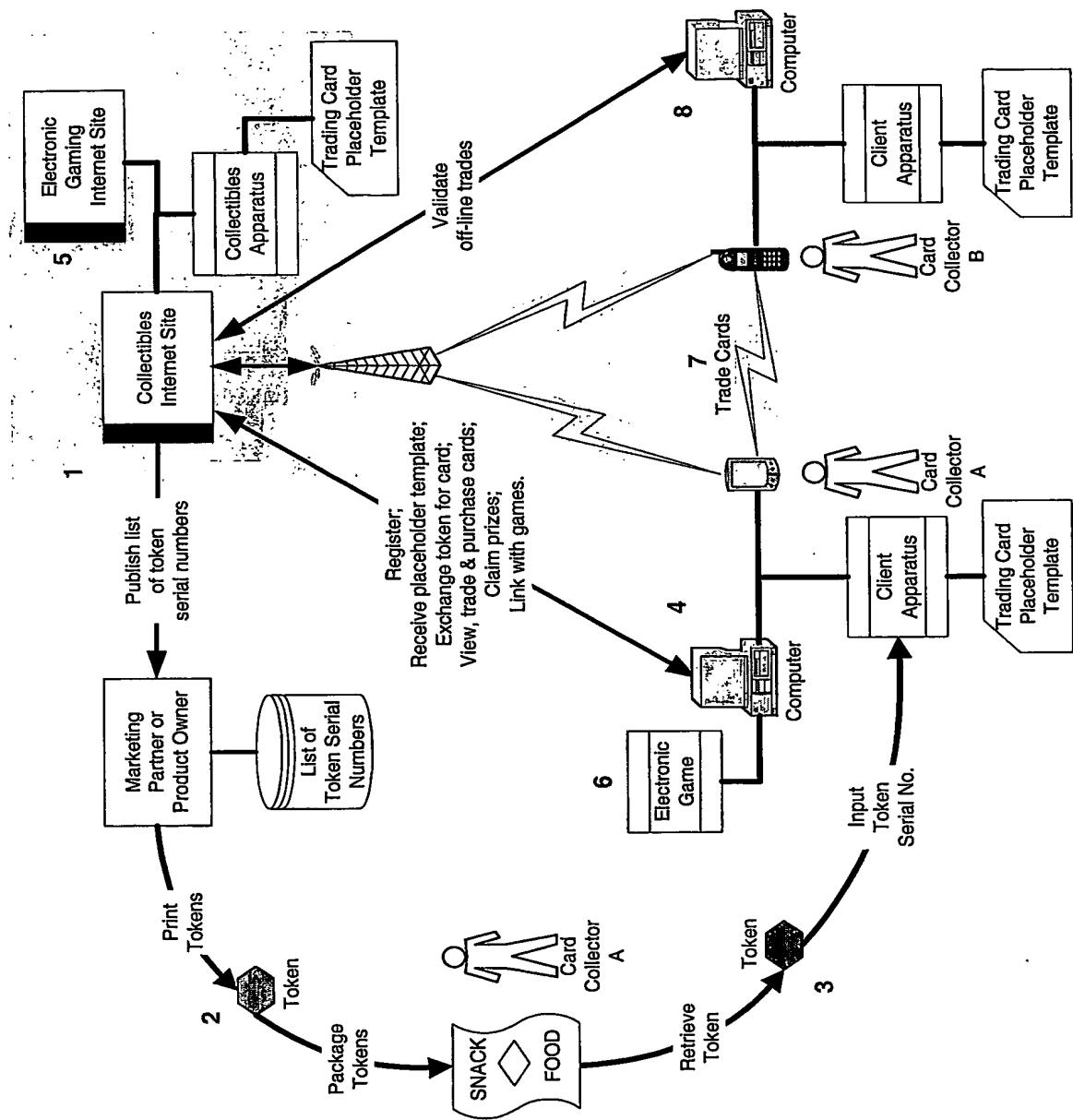


FIGURE 1C

Figure 1d - Schematic of Example Methodology (Interaction with electronic games)



**FIGURE 1D**

**FIGURE 1E**

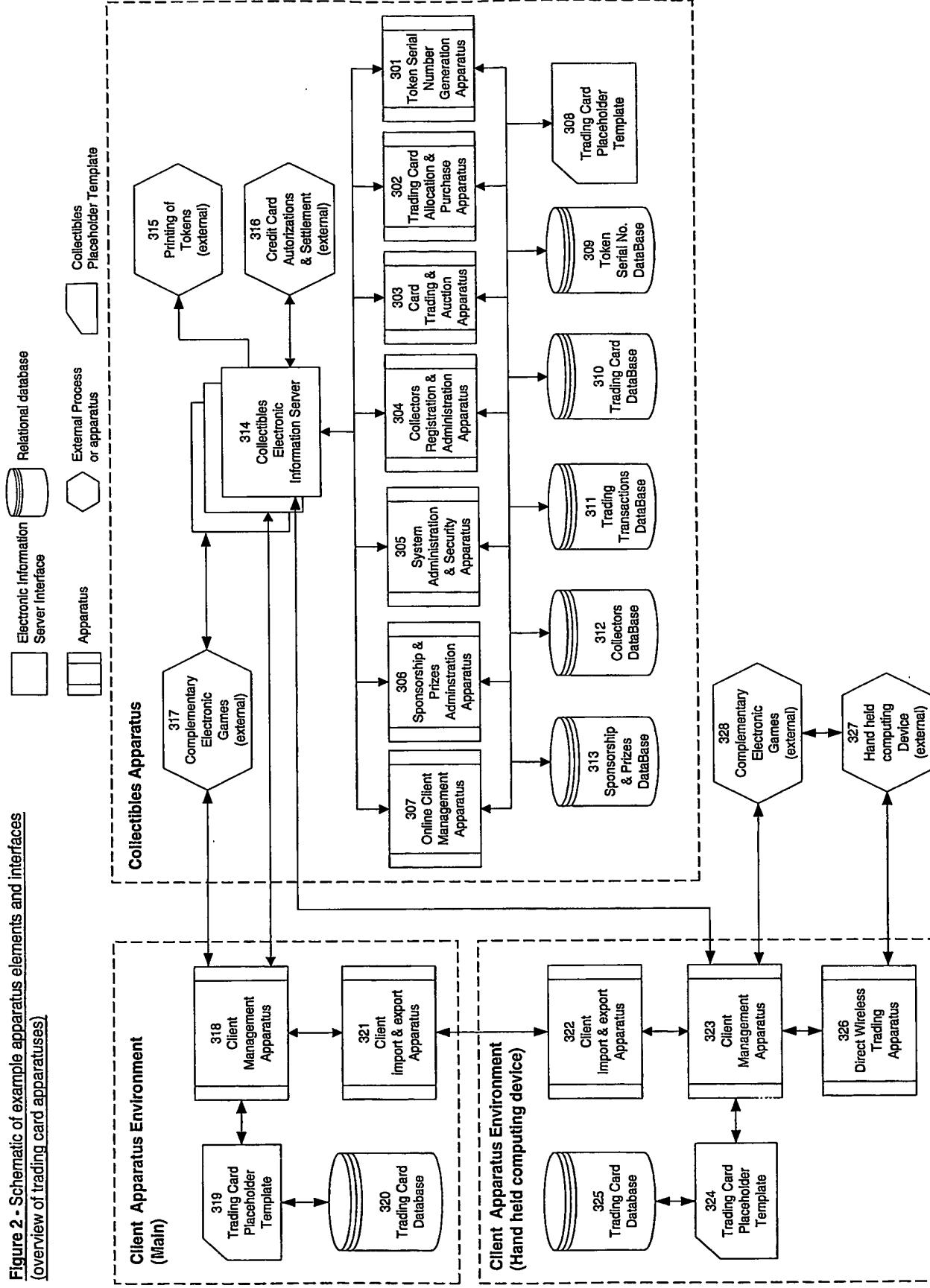
**FIGURE 2**

Figure 3a - Schematic of Example Methodology (Creating &amp; Registering Electronic Art Work)

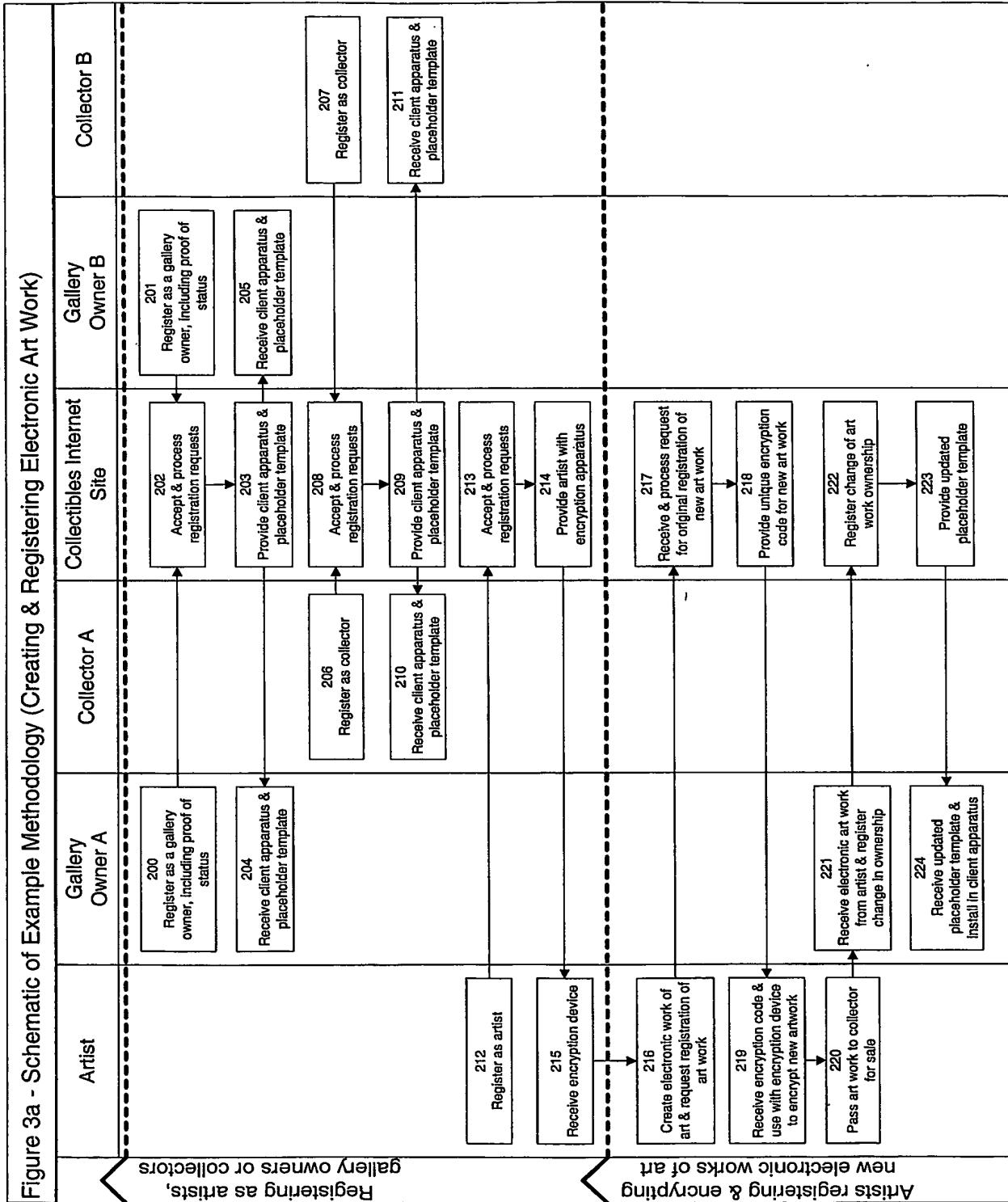


FIGURE 3A

Figure 3b - Schematic of Example Methodology (Selling Electronic Art Work)

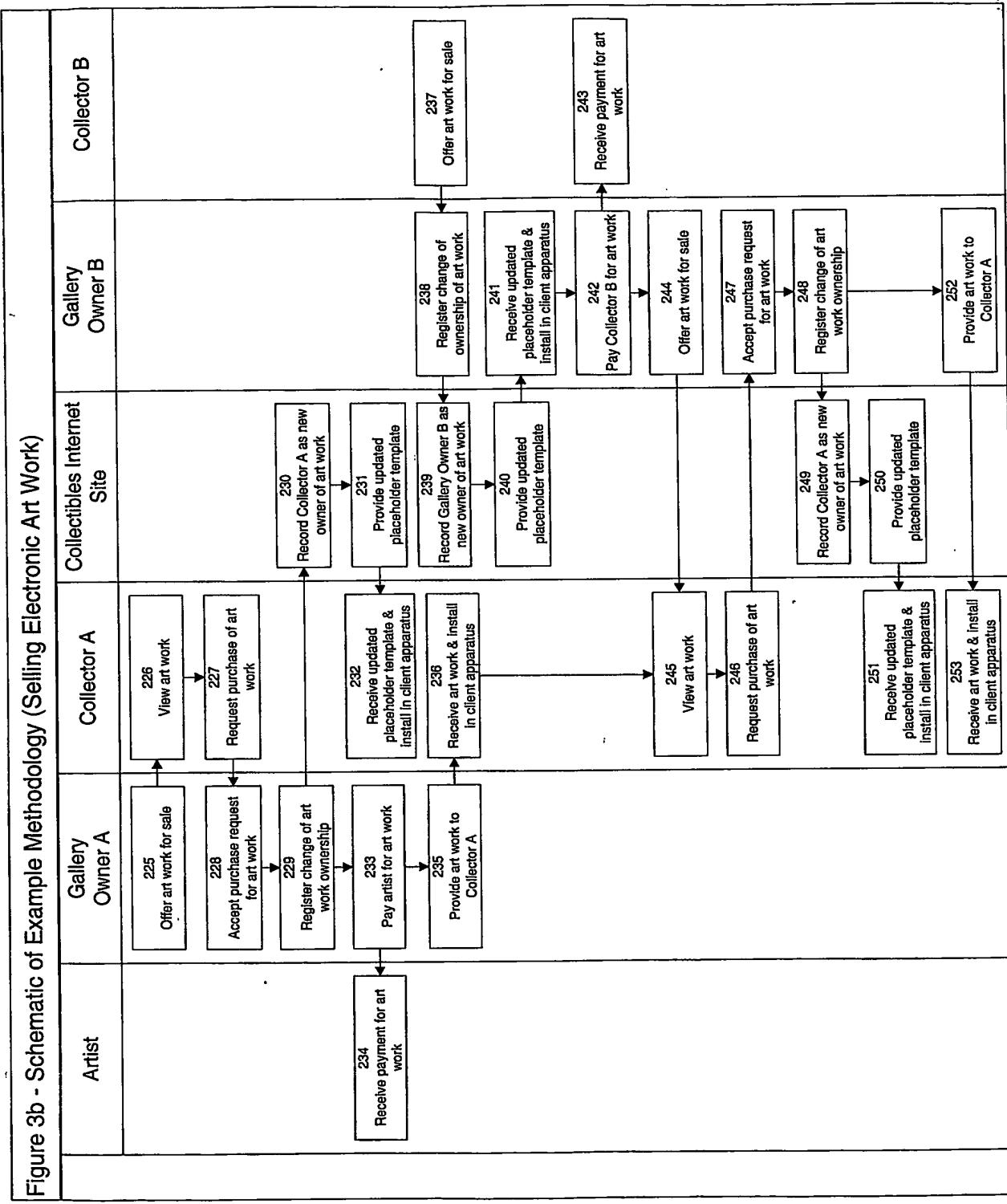


FIGURE 3B